

Harvest Fair Handbook





Harvest Fair Handbook

Introduction

Organizing a harvest fair can be a lot of work, but it can also be a very rewarding experience for the entire community as well as the organizers. Harvest fairs are a good way to get everyone together to visit and have fun before the busy fall season or before the cold winter.

Harvest fairs:

- promote community spirit and pride,
- encourage community members to share knowledge and show others what they have made or grown,
- serve as a way to raise funds for youth groups and other projects that benefit the community,
- provide a drug- and alcohol-free environment for family-oriented, fun and healthy activities, and
- allow everyone to share in the bounty of a community garden.

The key to a successful fair in your community is to get everyone involved in the planning and preparation.





Fairs are also educational. Harvest fairs:

- provide an opportunity for community members to show what they have been making, growing or doing and how they do it,
- showcase unique vegetables, beautiful crafts, new recipes and new ways to preserve food, and
- inspire people to try something they've never done before by offering high-quality arts and craft items.

Many hands make the work light. But you'll still need someone in charge, or a fair committee, to coordinate volunteers and make sure all the jobs get done. Think about joining forces with other communities and rotating leadership each year so that the organization work is shared. With enough energy and forethought, you may be able to bring in a bluegrass band, performers or workshop teachers for the fair.

This handbook should be a starting point for planning your fair, and it is designed to be adapted to your unique community. To that end, there are blank spaces throughout the handbook for you to add your own record of what works well.

Dallin Floyd shows off his Grand Prize Door Prize at the Galena fair. Photo by Paul Apfelbeck

Volunteers

Volunteer help is needed before, during and after the fair. Several months before the fair, planners are needed to decide who to invite, what events will take place, who will do what jobs and what the schedule will be. Volunteers are especially needed on the day before and the day of the fair. But don't forget cleanup! This might be the hardest event to recruit volunteers for. To keep track of volunteers, use the Volunteer Sign-up Sheet on page 22.

The jobs described below will give you an idea of the "peoplepower" you will need for the fair.

Overall Coordinator

This person "gets the ball rolling" by enlisting other volunteers, assigning tasks and making sure all the jobs get done. The coordinator needs to stay informed of work other volunteers are doing as well as help out when needed. The coordinator also plans the layout of the fair and delegates tasks when needed.

The coordinator should make sure that everything is cleaned up after the fair and that all volunteers and sponsors get a personal "thank-you" for their contribution. This will make the coordinating job a lot easier the following year. You can use the blank certificate of appreciation found in this booklet or write individual notes.

Assistant Coordinators

These people, along with the overall coordinator, could be part of a fair committee. Depending on the size of your fair, you could assign one person to each area or combine jobs.

- 1. The Publicity Coordinator helps choose the dates, location and events of the fair and is also responsible for advertising the fair by contacting radio stations and posting flyers.
- 2. The Exhibit Coordinator coordinates volunteers who will accept and record entries, finds judges and plans the set up of the exhibit area.
- 3. The Prize Coordinator solicits donations from local businesses and individuals, determines how drawings will be held, assigns prizes and runs the drawings on fair day and arranges booths and displays.



Heidi Rader and Jodie Anderson answer gardening questions and pass out free information at the Galena fair. Photo by Paul Apfelbeck

Invite a Cooperative Extension agent or other agency to have a table at your fair.

The following jobs must be filled for the fair to go smoothly.

- 4. Exhibit Registrars are stationed at the front table to accept and record entries. They help exhibitors fill out tags and arrange entries by lots on tables for judging. They should be familiar with judging standards and able to answer questions and/or assist people in preparing their entries. An information sheet, a sample exhibit tag and registration sheets are included in this handbook (pp. 5–13).
- 5. Judges should have some experience in the area they are judging. For example, a gardener would judge vegetables, a bead or skin sewer arts and crafts, and a good cook baked goods. Judges can work alone or in teams. They assign points for entries and write positive and helpful comments on scorecards. Entries are then ranked and award ribbons are attached to winning entries. Judging scorecards for the various divisions are included in this handbook (pp. 14-21).

Fair Schedule

The whole fair can be held in one (long) day, but usually booth set-up and exhibit entry and judging happens during the day and evening before. You

should give people plenty of time to enter exhibits
— at least four hours. Depending on the number of
entries and judges, judging can take anywhere from
two to six hours.

Events on the day of the fair can be scheduled for different locations around town, or everything can take place at a community hall or school, indoors or outside. The fair committee — people who know about their community — can make the decisions about these details.

Don't forget to schedule time in the day or the following morning for cleanup.

Fair Entry Guidelines, Rules for Fair and Fair Entry Master list should be posted or distributed one month before the fair to give people adequate time to plan and prepare their exhibits.

Fair Activities

Game Booths and Contests

These can be used to raise funds for a group, to help pay for the fair or just for fun with donated prizes:

- Fish cutting
- Card games
- Raffles
- Fire making/tea boiling (who can build and light a fire the fastest from unsplit wood and make tea)
- Oldest, ugliest snow machine (ATV)
- Tallest tale
- Dumbest joke
- Jelly beans-in-a-jar guess

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Demonstrations

These can be part of an information or commercial booth or a separate activity:

- Cooking/canning demonstrations
- Safety (guns, four wheelers, first aid, etc.)
- Skin sewing
- Woodworking
- Gardening workshops

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Food Concessions

Food sales are another great way to raise money. Every fair is better when there's good food to eat:

- Fry bread
- Homemade pies
- Fish strips
- Coffee, tea, juice, soda

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Other Events

Besides judged exhibits and booths, other activities can be scheduled throughout the day during your fair:

- Races (running, canoe, 3-legged, sack)
- Music bring in a band for dancing or just listening!
- Cutest baby contest, oldest ATV contest
- Talent show
- Ugliest Carhartt contest
- Pie-eating or baking contest
- Story telling
- Harvest prince and princess/king and queen

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LaVerne Turner and her dog in the Small Dog contest at the Holy Cross fair.



Awards and Prizes

Each person who submits a fair entry can be entered into a drawing for door prizes. This could be one big pool or divided into separate drawings for youth and adults or other divisions. You may want to have a drawing just for fair volunteers.

Schedule a time for drawing and announcing the winners of door prizes, raffles and other contests — maybe during a potluck at the end of the day. The winners of grand champion ribbons (or all ribbons, depending on how many entries there are) could also be announced at this time. Local or regional businesses may be willing to donate goods, services or even cash. Prizes may include books, gift certificates, airline tickets, fuel, gift certificates and/or other inkind donations.

Judging Exhibits

Generally, adult and youth (16 years and younger) exhibits are judged separately. It's up to you and your community if you'd like to further divide youth into two or three age groups so little kids can win ribbons.

Exhibits are judged "blind," that is, the name of the person who entered it is not known. For this reason, judges cannot help accept and record the entries. However, judges should be available when entries are being taken in case there are any questions.

All exhibits should have been made or grown during the past year and should not have been entered previously. If people want to enter older items, these items are taken for display only and are not judged. Clothing and other sewing entries may have been used previously but should be clean and not show signs of wear. Food items should be entered in standard amounts: for example, one pint of jarred fish, one cake, one pound of dried fish, etc. Vegetable entries have different requirements, which are outlined in the Produce Exhibit Guidelines (page 13).

Categories

In each AGE GROUP, exhibits are divided into DIVI-SIONS such as vegetables, baked goods and arts and crafts. DIVISIONS are further divided into CLASS-ES, which are then divided into LOTS.



Eggplant was one of the more unusual vegetables on display at the Galena fair. Photo by Paul Apfelbeck

YOUTH OR ADULT DIVISION CLASS LOT EXHIBIT

Exhibits within each lot are judged in comparison to one another. The "best" exhibit is usually awarded a first-place blue ribbon if it meets accepted standards. It is possible that no entry in a lot will win a blue ribbon if, in the opinion of the judge, none are of first-place quality. Exhibitors should be encouraged to enter exhibits according to the rules so that judging is between similar entries. For example, if all potato entries are heavily scabbed, the highest award would probably be second place.

Depending on the size of your community, you may want to simplify this system and eliminate classes or lots or to make judging easier.

You can choose to give just first-, second- and thirdplace ribbons, or you can also award grand champion ribbons. Some fair committees decide to award donated prizes to grand champions, but your fair committee might also choose to use donated goods as door prizes, so that everyone has an opportunity to win something. That way no one is left out and everyone is encouraged to come to the fair, even if they don't enter anything.

Displays

You can have a table intended for exhibits that don't fit into any category or for exhibitors who would like to show off more than one exhibit in a particular lot. This is a type of show-and-tell table.

Sample Exhibit Tag

Exhibit tags provide the exhibitor with a receipt of entry and provide anonymity. Exhibitors fill these out with the help of volunteers and keep the white copy as their receipt of entry. The yellow copy is attached to the exhibit and folded so that judging is anonymous. After judging, any award won is marked on the tag. You can use a generic duplicate receipt or order special exhibit tags with carbon copies. Just make sure you fold over the receipt so that judges can't see the name of the exhibitor.

Some fair committeees have opted for an even simpler exhibit tag — a paper plate! The number of the exhibit is written on the paper plate and recorded in the master exhibit list when entered. Then exhibits are grouped visually rather than by class and lot. This is a simpler method and might take some of the headaches out of entering exhibits. For example, two people bring in carrots to enter. One might be assigned number 10 and the other 18. Both would be placed together on a table with the other vegetables and would be judged together, but would not necessarily have a class or lot. This is also a way to make sure judging is blind.

Judging Guidelines

The philosophy of village fairs is to provide a sharing and participatory environment for healthy competition and fun. High-quality exhibits are a part of this competition. The purpose of judging is to

- Provide recognition and reward for quality products.
- Provide an educational opportunity,
 - for the exhibitor,
 - for the public, and
 - for future judges.
- Offer encouragement
 - by acknowledging the importance of every entry and that it represents someone's hard work and personal pride,
 - by treating every exhibit with respect, and
 - by showing exhibitors where they might make improvements.

General Judging Rules

Exhibits are competitive. Judging, using the American system, results in identifying the "best." Ties for placing are discouraged. The number of exhibits in competition is not a factor in determining places — quality is.

One blue first-place ribbon, one red second-place ribbon and one white third-place ribbon may be awarded in each lot.

No ribbon should be awarded unless the exhibit merits the award.

Exhibitors and the public have a right to know who the judges are.

Judging Procedure

Each group of divisions has a scorecard that reflects the judging standards. Every exhibit should have a scorecard and comments. Comments should be phrased in a positive manner so exhibitors can learn how to improve. Volunteer helpers and entry clerks are available to help do the clerical recordings of scores and comments.

	Harvest F	air		
	XHIBIT	ΓAG		
Tag Number	1.[D.Numbe	er	
Age (if 16 or und	der)			
Description				
Division				
Class	Lot_			
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Premium				
	PLEASE PRINT	HARD		
Name				
Phone				
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NOTE:The fair organiz		assume resp	onsibility	for dam-

The fair should be fun and educational!

Exhibitors have the right to protest in writing if they feel their exhibit was unfairly judged. Protests will be heard by the fair committee. The decision of the fair committee is final.

Judging for grand champion is difficult because you must choose among unlike classes. The choice should be made by considering the overall standards of the division and the degree of perfection of the class champions.

Exhibits can also be judged solely on their own merit. An exhibit that receives "fives" on average, would receive a first-place ribbon, "fours" a second-place ribbon and "threes" a third-place ribbon.

Judging Tips

- Keep in mind that you should not judge based on personal tastes.
- Don't give top awards if exhibits aren't worthy, but don't be stingy either.
- Be consistent.
- Be nice! Tact is the number one requirement of a good judge.
- Remarks should be constructive flippancy, sarcasm and derision are not appropriate.
- A clear explanation of standards and precise, factual statements are expected.

Good Remarks

- Good work on the ...
- You're doing an excellent job on ...
- You've figured out how to ...
- This makes my job fun to see ...
- Outstanding ...
- Superb workmanship on ...
- What a unique ...

Helpful Suggestions

- This is a difficult technique to achieve ...
- I have tried this myself and know how difficult it is to do ...
- Have you considered ...
- Perhaps if you had . . .
- It might be better ...
- Have you tried ...

- For such a difficult project, you've shown great effort to achieve ...
- With more practice in ...

Fair Supplies Checklist

- Harvest Fair Handbook
- First-place ribbons
- Second-place ribbons
- Third-place ribbonsGrand Champion award (s)
- Exhibit tags
- Door prize tickets
- Door prizes
 - Pressure canners
 - Jars
 - Fuel
 - Gift certificates

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- Cooperative Extension Service Publications
 - Food preservation
 - Gardening
 - Canning (DVDs)

Rebecca Turner shows off her winning 4-wheeler at the Decorate Your 4-Wheeler contest at the Holy Cross fair.



Collecting and	l Using Alaska's Wild Ber-
ries and other	Wild Products

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Ot	her
_	Paper clips Markers, pens, pencil
_	Tape
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Tips for Exhibit Takers

- Each individual should be assigned an identification number (ID No.).
- Only one entry per individual per lot is allowed. Ask the exhibitor to choose their best item if they bring more than one. Other items can be displayed but are not judged.
- Try to fit the item into existing classes and lots. If this can't be done, either create a new lot within an appropriate class or consult a judge.
- When setting up exhibits, try to use separate tables for different divisions, grouping classes and lots together.
- Become familiar with the standards for vegetable exhibits as outlined in the Cooperative Extension Service publication *Vegetables:*Selection and Preparation for Display. Assist entrants with choosing the proper number of vegetables and offer suggestions on trimming and washing.

Fair Entry Guidelines

DIVISION 1: Food Preservation DIVISION 2: Baked Goods

- One jar per lot (1 pint) may be entered.
- Food must be covered or wrapped.
- Recipes or preparation directions must be attached.
- Jarred foods must be processed (hot water bath for fruits and pressure canning for fish and low acid vegetables).

DIVISION 3:Vegetables and Flowers DIVISION 4:Wild Berries

• Follow the guidelines in *Vegetables: Selection* and *Preparation for Display*.



Leta Munter admires the cabbage and other vegetables at the Galena fair. Photo by Paul Apfelbeck

DIVISION 5: Traditional Arts and Crafts DIVISION 6: Other Arts and Crafts

DIVISION 7: Art

DIVISION 8: Writing

- Art, crafts and writings must have been created or finished within the last year.
- Items may have been used or displayed but should be clean and undamaged.

Sample Rules for Harvest Fair

1. Entries are open to all people in

community/region

- 2. All exhibits must be made or grown within the last year.
- 3. All exhibits must be entered in the name of the grower or maker.
- 4. Only one entry per person is allowed in each lot.
- 5. A person must be present to win door prizes.
- 6. A new lot or class for a nonclassified entry can be created if needed.
- 7. Judges should read and understand the judging guidelines prior to judging exhibits.

(You and your committee can decide on rules for your own fair.)

Fair Entry Master List

Exhibits are first divided into DIVISIONS such as vegetables, baked goods and arts and crafts. DIVISIONS are further divided into CLASSES, which are then divided

into LOTS. New classes or lots can be created for entries which do not fit in the listed categories, or they can be eliminated to make things more competitive. Youth and adult exhibits are judged separately, so each exhibit tag should be clearly marked youth (Y).

> DIVISION CLASS LOT **EXHIBIT**

1	NΙ	VI	SI	ON	1.	Food	Preser	vation
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- A. Jams, jellies and preserves
- B. Wild greens
- C. Canned fruit/vegetables
- D. Jarred fish
- E. Fish strips
- F. Dry meat
- G. _____
- H. _____



DIVISION 2: Baked Goods

- A. Pies
- B. Cakes
- C. Cookies
- D. Donuts/fry bread
- E. Yeast breads
 - a. Rolls
 - b. Loaves
- F. Quick breads
 - a. Loaves
- b. Muffins G. _____
- H. _____ I. ____

DIVISION 3: Vegetables and Flowers

- A. Cole Crops
 - a. Broccoli
 - b. Cauliflower
 - c. Cabbage
 - d. Kohlrabi
 - e. Brussels sprouts
 - f. Kale
- B. Root Crops
 - a. Potatoes
 - b. Carrots
 - c. Beets
 - d. Turnips
 - e. Rutabagas
 - f. Onions
 - g. Radishes
 - h. _____
- C. Squash
 - a. Zucchini b. Pumpkins
 - c. Cucumbers
 - d. Summer squash
 - e. Winter squash
 - f. Melons
 - g. h.

Larry Hausmann with his giant cabbage at the Galena fair. Photo by Paul Apfelbeck

- D. Greenhouse Crops
 - a. Tomatoes
 - b. Red peppers
 - c. Green peppers
 - d. Eggplant
- E. Greens
 - a. Spinach
 - b. Lettuce
 - c. Swiss chard
 - d. Celery
 - e. Snap beans
 - f. Peas
 - h. _____
- F. Giant Vegetables
 - a. Cabbage
 - b. Zucchini
 - c. Turnips d. Kohlrabi
- G. Flowers
 - a. Cut
 - b. Potted
- H. Other
 - a. Rhubarb
 - b. _____ c. _____
 - d. _____
- **DIVISION 4: Wild Berries**
 - A. Blueberries
 - B. Cranberries
 - a. Highbush
 - b. Lowbush
 - C. Raspberries
 - D. Salmonberries E. _____
 - F. ______ G. ____

DIVISION 5: Traditional Arts and Crafts

- A. Beadwork
 - a. Earrings
 - b. Necklaces
 - c. Sun catchers



Leonard Demientieff lines up Adrienne Turner and Brooke Demientieff at the start of the Bike Race at the Holy Cross fair.

- d. Picture frames, wall hangings
- e. Coin purses, hand bags
- f. Cases (knife, scissors, etc.)
- g. Covers (book, checkbook, address book, etc.)
- h. Key chains
- i. _____
- B. Basketry and other containers
 - a. Birch
 - b. Woven
 - c. Coil d. _____
 - e. ____ f. _____
- C. Clothing
 - a. Parkas, jackets
 - b. Mittens, gloves
 - c. Slippers, mukluks, booties
 - d. Hats



Hand crafted canoe paddles. Photo by Paul Apfelbeck

	f. Belts
	g
	h
	i
D.	Carvings
	a. Ivory
	b. Wood
	c. Stone
	d. Bone, horn, antler
E.	Quill work
F.	Dolls
G.	Jewelry
Н.	,
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e. Vests

DIVISION 6: Other Arts and Crafts

- A. Quilts
 - a. Machine-worked
 - b. Handworked
- B. Knit items
- C. Crochet items
- D. Needlework
- E. Clothing
- G.
- Н.

DIVISION	7:	Art
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- A. Paint
- B. Pencil
- C. Pen and Ink
- D. Crayons
- E. Markers
- F. Photography
 - a. Color
 - b. Black and white

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DIVISION 8: Writing

(Must be entered 3 days prior to fair date.)

- A. Poetry
- B. Essay
- C. Short Story

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E.			
F			

Entry Guidelines for Produce

Follow Exhibitor Guidelines. Produce should be

- Clean
- Of uniform size, shape and color
- Of medium size unless entered in the GIANT class
- Free from insects, insect damage or damage caused by wilting

Entry Guidelines for Produce

Beans	5 whole beans	Leave stems attached
Berries	1 pint of same type	
Broccoli	1 bunch	Choose bunch at least 3–4 inches in diameter; stems should be 5–6 inches long; no more than 3 stems should be tied together
Cabbage	1 head	Leave stem ¼ inch long to hold leaves firmly
Carrots	5 carrots	Trim top to 1 inch and cut off side roots
Cucumbers	1 cucumber	Cut stems neatly
Eggplant	3 eggplants	Cut stems neatly
Kale	5 leaves	Select young leaves 5–10 inches long
Kohlrahbi	3 kohlrabi	Trim leaves to 3 inches and roots to just below the ball
Leeks	3 leeks	Trim roots to ½ inch
Lettuce	1 head	Trim tap root to 1 inch
Melon	1 melon	Cut stem squarely and leave 2 inches attached
Onions	1 bunch (5 green onions)	Cut roots to ½ inch
Peas	5 pods	Chose uniform size
Peppers	1 on a plate	Leave stem ½ inch long
Potatoes	5 on a plate	
Pumpkin	1 pumpkin	Cut stem squarely and leave 2 inches attached
Radishes	1 bunch (5 tied together)	Leave tops on and trim taproot to 1 inch
Rhubarb	1 bunch (5 stalks)	Pull stalks from the crown (do not cut base) and leave a small portion of leaf (1 inch) to prevent bleeding.
Rutabaga	1 rutabaga	Trim top and leave stems 1 inch long
Spinach	1 plant	Trim roots to 1 inch
Squash	1 squash	Chose uniform size and squarely cut stems to 1 inch
Swiss chard	1 bunch	Trim outside stalks until uniform in color; trim the base
Tomatoes	3 tomatoes	Chose uniform in size; remove the stems
Turnips	3 turnips	Trim tops and roots to 1 inch
Giant vegetabl	les	Winner based on weight
Wild berry col	llection	1 pint mixed wild-harvested fruit.
Four vegetable	es collection	A display of your four best vegetables

Tag #	<u> </u>			I.D. #		
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Poor	1	2	3	4	5	Excellent
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Division 2: Baked Goods

Tag # ______ I.D.# _____

Class _____Lot ____

Poor 1 2 3 4 5 Excellent

Poor 1 2 3 4 5 Excellent

Texture and Consistency

Poor 1 2 3 4 5 Excellent

Quality (fresh, well-made, etc.)

Poor 1 2 3 4 5 Excellent

Poor 1 2 3 4 5 Excellent

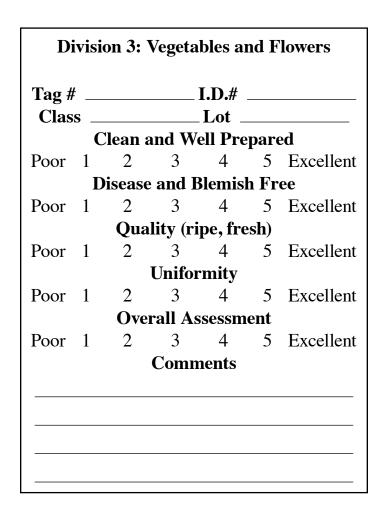
Overall Assessment

Comments

General Appearance

Flavor and Aroma

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	Disease and Blemish Free									
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Poor	1	2	3	4	5	Excellent				
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	Qua	lity (ri	pe, fre	esh)	
Poor 1	2	3	4	5	Excellen
		Unifor	rmity		
Poor 1	2	3	4	5	Excellen
	Ove	rall As	ssessm	ent	
Poor 1	2	3	4	5	Excellen
		Comn	nents		

Clas						
			and W		-	
Poor	1	2	3	4	5	Excellent
	D	isease	and E	Blemis	h Fr	ee
Poor	1	2	3	4	5	Excellent
		Qua	lity (ri	pe, fre	esh)	
Poor	1	2	3	4	5	Excellent
			Unifor	mity		
Poor	1	2	3	4	5	Excellent
		Ove	rall As	sessm	ent	
Poor	1	2	3	4	5	Excellent
			Comn	nents		

ClassI	.ot	
	l Prepared	
Poor 1 2 3	4 5 E	xcellen
Disease and Bl	emish Free	
Poor 1 2 3	4 5 E	xcellen
Quality (rip	e, fresh)	
Poor 1 2 3	4 5 E	xcellen
Uniforn	nity	
Poor 1 2 3	•	xcellen
Overall Ass	essment	
Poor 1 2 3	4 5 E	xcellen
Comme	ents	

Clas	s _			Lot _		
			and W		-	
oor	1	2	3	4	5	Excellent
	D	isease	and I	3lemis	h Fr	ee
oor	1	2	3	4	5	Excellent
		Qua	lity (ri	pe, fre	esh)	
oor	1	2	3	4	5	Excellent
			Unifor	mity		
oor	1	2	3	4	5	Excellent
		Ove	rall As	ssessm	ent	
oor	1	2	3	4	5	Excellent
			Comn	nents		

Divi	sion		S and adition	_		ıd Crafts
				Lot _		
Poor	1		Vorkm 3	-		Excellent
			n (col			
Poor	1	_	•	-	•	Excellent
		C	reative	Effor	·t	
Poor	1	2	3	4	5	Excellent
		(Comp	lexity		
Poor	1	2	3	4	5	Excellent
		Ove	rall As	ssessm	ent	
Poor	1	2	3	4	5	Excellent
			Comn	nents		
-						

ClassLot Workmanship						
Poor	1			_	•	Excellen
		Desig	gn (col	or, bea	uty)	
Poor	1	2	3	4	5	Excellen
		\mathbf{C}	reative	Effor	t	
Poor	1	2	3	4	5	Excellen
			Comp	lexity		
Poor	1	2	3	4	5	Excellen
		Ove	rall As	ssessm	ent	
Poor	1	2	3	4	5	Excellen
			Comn	nents		

_						
Class	• _		Vorkm			
Poor	1	2	3	4	5	Excellent
		Desig	gn (col	or, bea	uty)	
Poor	1	2	3	4	5	Excellent
		\mathbf{C}	reative	Effor	·t	
Poor	1	2	3	4	5	Excellent
			Comp	lexity		
Poor	1	2	3	4	5	Excellent
		Ove	rall As	ssessm	ent	
Poor	1	2	3	4	5	Excellent
			Comn	nents		

ARTS and CRAFTS

0						
		V	Vorkm	anshij	p	
Poor	1	2	3	4	5	Excellent
		Desig	gn (col	or, bea	uty)	
Poor	1	2	3	4	5	Excellent
		\mathbf{C}	reative	Effor	:t	
Poor	1	2	3	4	5	Excellent
			Comp	lexity		
Poor	1	2	3	4	5	Excellent
		Ove	rall As	ssessm	ent	
Poor	1	2	3	4	5	Excellent
			Comn	nents		

Tag # I.D.#									
Class _			Lot _						
	V	Vorkm	anship)					
Poor 1	2	3	4	5	Excellent				
	Desig	gn (col	or, bea	uty)					
Poor 1	2	3	4	5	Excellent				
	\mathbf{C}	reative	Effor	·t					
Poor 1	2	3	4	5	Excellent				
		Comp	lexity						
Poor 1	2	3	4	5	Excellent				
	Ove	rall As	ssessm	ent					
Poor 1	2	3	4	5	Excellent				
		Comn	nents						

Class	_			Lot _		
		V	Vorkm	anship)	
Poor	1	2	3	4	5	Excellent
		Desig	gn (col	or, bea	uty)	
Poor	1	2	3	4	5	Excellent
		\mathbf{C}	reative	e Effor	·t	
Poor	1	2	3	4	5	Excellent
			Comp	lexity		
Poor	1	2	3	4	5	Excellent
		Ove	rall As	ssessm	ent	
Poor	1	2	3	4	5	Excellent
			Comn	nents		

			'S and ivision	_										
		V	Vorkm	anship)									
Poor	1			_	•	Excellent								
		Desig	gn (col	or, bea	uty)									
Poor	1	2	3	4	5	Excellent								
	Creative Effort													
Poor	1	2	3	4	5	Excellent								
			Comp	lexity										
Poor	1	2	3	4	5	Excellent								
		Ove	rall As	ssessm	ent									
Poor	1	2	3	4	5	Excellent								
			Comn	nents										

Tag #	t			I.D.#									
Workmanship													
Poor	1	2	3	4	5	Excellent							
		Desig	gn (col	or, bea	uty)								
Poor	1	2	3	4	5	Excellent							
Creative Effort													
Poor	1	2	3	4	5	Excellent							
			Comp	lexity									
Poor	1	2	3	4	5	Excellent							
		Ove	rall As	ssessm	ent								
Poor	1	2	3	4	5	Excellent							
			Comn	nents									
-													
-													

		-	CRA] 7: Ar									
Tag#_			I.D.#									
Class _	Lot											
	V	Vorkm	anship)								
Poor 1	2	3	4	5	Excellent							
	Desig	gn (col	or, bea	uty)								
Poor 1	2	3	4	5	Excellent							
Creative Effort												
Poor 1	2	3	4	5	Excellent							
		Comp	lexity									
Poor 1	2	3	4	5	Excellent							
	Ove	rall As	ssessm	ent								
Poor 1	2	3	4	5	Excellent							
		Comn	nents									

Tag # _ Class _													
Workmanship													
Poor 1	2	3	-	•	Excellent								
	Desig	gn (col	or, bea	uty)									
Poor 1	2	3	4	5	Excellent								
Creative Effort													
Poor 1	2	3	4	5	Excellent								
		Comp	lexity										
Poor 1	2	3	4	5	Excellent								
	Ove	rall As	ssessm	ent									
Poor 1	2	3	4	5	Excellent								
		Comn	nents										

Class	_			Lot _		
		V	Vorkm	anship)	
Poor	1	2	3	4	5	Excellent
		Desig	n (col	or, bea	uty)	
Poor	1	2	3	4	5	Excellent
		\mathbf{C}_{1}	reative	Effor	·t	
Poor	1	2	3	4	5	Excellent
			Compl	lexity		
Poor	1	2	3	4	5	Excellent
		Ove	rall As	sessm	ent	
Poor	1	2	3	4	5	Excellent
			Comn	nents		

Tag #					
Class _					
	V	Vorkm	anshij	p	
Poor 1	2	3	4	5	Exceller
	Desig	gn (col	or, bea	auty)	
Poor 1	2	3	4	5	Exceller
	\mathbf{C}	reative	Effor	:t	
Poor 1	2	3	4	5	Exceller
		Comp	lexity		
Poor 1	2	3	4	5	Exceller
	Ove	rall As	sessm	ent	
Poor 1	2	3	4	5	Excellen
		Comn	nents		

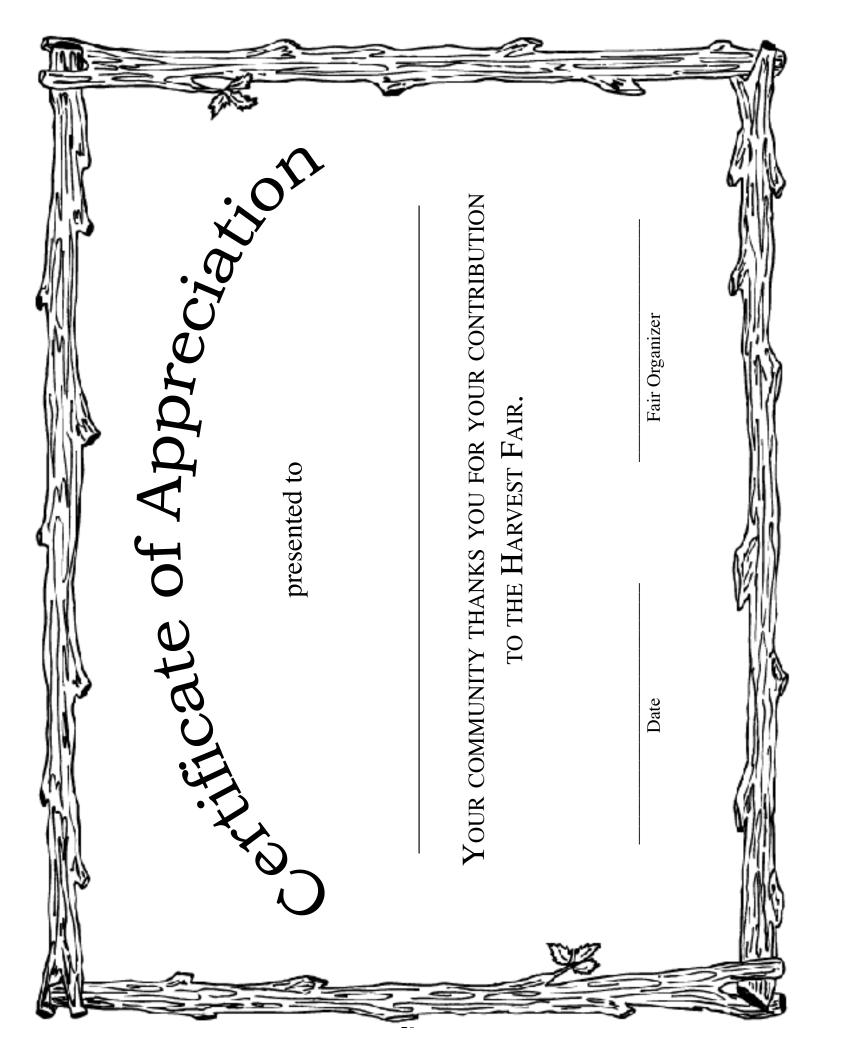
Olus	5 _			anshij		
Poor	1			-	-	Excellent
		Desig	n (col	or, bea	uty)	
Poor	1	2	3	4	5	Excellent
		\mathbf{C}_{1}	reative	e Effor	·t	
Poor	1	2	3	4	5	Excellent
			Comp	lexity		
Poor	1	2	3	4	5	Excellent
		Ove	rall As	ssessm	ent	
Poor	1	2	3	4	5	Excellent
			Comn	nents		

	Volunteer Job List	Date
Jobs	Names	Phone
OVERALL COORDINATOR		
Publicity Coordinator		
Exhibit Coordinator		
Prize Coordinator		
Exhibit Registrar (s)	1.	1.
	2.	2.
	3.	3.
JUDGES		
Food	1.	1.
	2.	2.
	3.	3.
	4.	4.
Vegetables & Berries	1.	1.
	2.	2.
	3.	3.
	4.	4.
Arts and Crafts	1.	1.
	2.	2.
	3.	3.
	4.	4.

	Booths	Date
Dlsplay, Games, Food	Contact/Organizations	Phone

	Events	Date
Event	Organizer	Phone

	Place								
Date ———	Name								
	Lot								
ster List	Class								
Entry Master List	Division								
	Despcription								
	Age								
	I.D. No.								
	Tag No.								



This publication was based on materials provided by Gena Delucchi of Tanana Chiefs Conference and was revised by Heidi Rader, Extension Faculty, Agriculture and Horticulture, with the Tanana Chiefs Conference Federally Recognized Tribes Extension Program. All photos, artwork and figures UAF Extension, unless otherwise noted.

This material is based upon work supported by the Cooperative State Research, Education and Extension Service, U.S. Department of Agriculture, under Award No. 2006-41580-03456 and Tanana Chiefs Conference. Photos by Cooperative Extension Service, unless otherwise noted. Any opinions, findings, conclusions, or recommendations expressed in this publication are those of the author(s) and do not necessarily reflect the view of the U.S. Department of Agriculture.

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